
Adventure Time
Roleplaying Game
A Fan-Made Creation Based on
4th Edition D&D

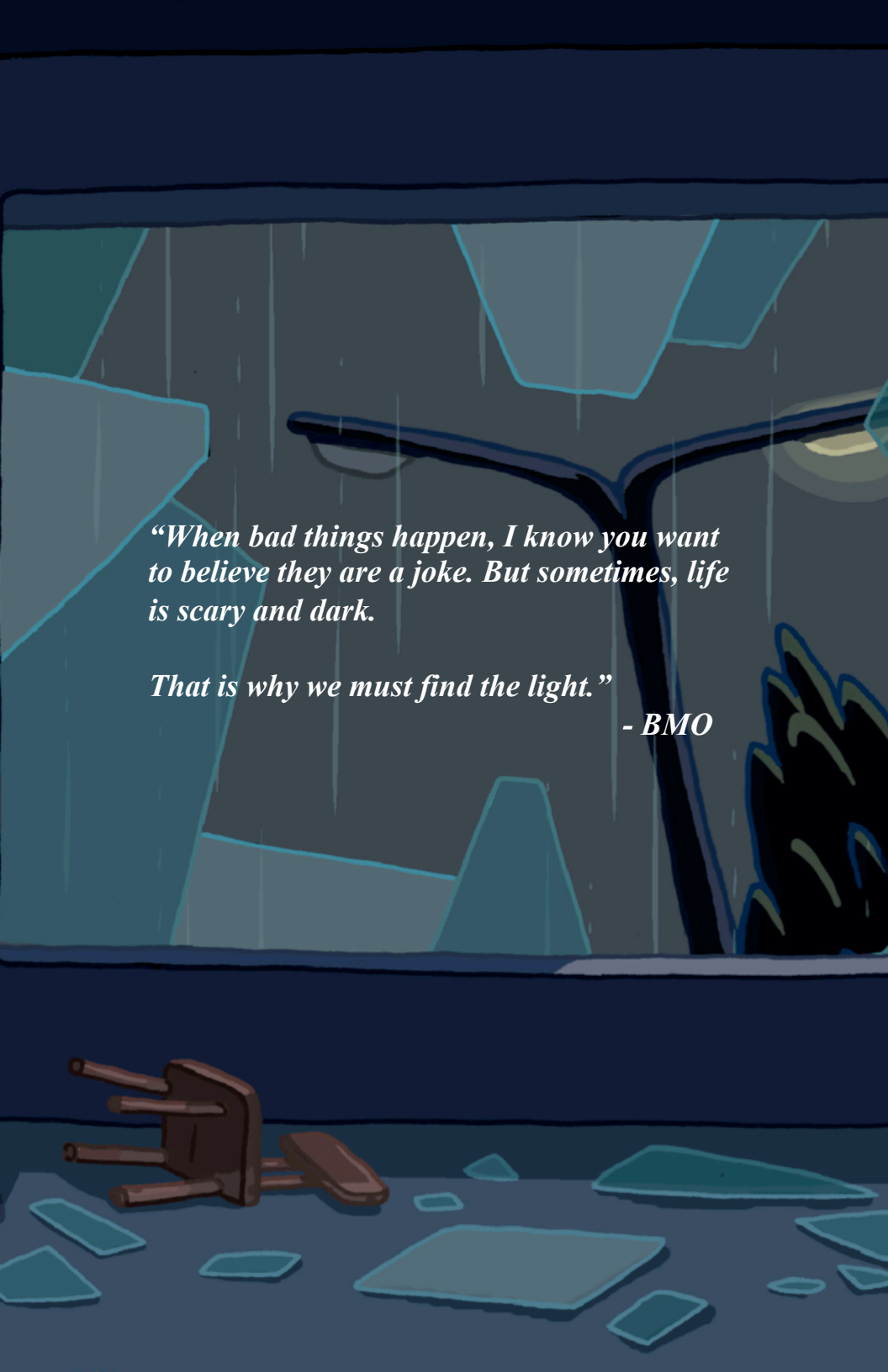
For everyone who never gave up being young.

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Send feedback, questions, and comments to ilitchev@gmail.com


“When bad things happen, I know you want to believe they are a joke. But sometimes, life is scary and dark.
That is why we must find the light.”
- BMO

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- CHAPTER ONE -
How to Play

INTRODUCTION

In the questionably distant future there exists the Land of Ooo, and it is a place of wonder and mystery populated by goblins, wizards, ogres, candy people, and countless other weird and amazing creatures. It is a world renewed after an unknown cataclysm, a world of magic and heraldry built upon the mysterious ruins of our present. This is the land in which *Adventure Time* takes place.

This book was created with the idea of helping players and dungeon masters adapt the 4th Edition of *Dungeon and Dragons* system to create a quickly progressing game set in the *Adventure Time* universe. Those unfamiliar with D&D 4E would do well to read the Player's Handbook to get a much more in-depth idea of how the game works. This handbook will, however, provide you with much of the information and many of the rule changes needed to start and run a successful game.

Watching *Adventure Time* isn't required to play this game, although it will explain some of the lore and will allow player and dungeon master alike to interweave fun and exciting tidbits from the show into their games.

GETTING STARTED

Those entirely unfamiliar with "pen and paper" roleplaying games may find the information presented here somewhat daunting. "What is this book I have to read to play a game?" you may ask, "I'm angry and confused! I'm going to go play video games instead!" Well, if that's your attitude, fine, go. But if not, the good news is that it's a very fluid learning process, and you can skip around and reference information later on without fear.

When playing this game, you and your friends first create customized and unique characters all of your own. You then enter a (hopefully) exciting story that is guided and created by a dungeon master (DM); this ever so special player is the one who control the non-player characters, the traps, the maps, and the monsters. You resolve fights and encounters with a combination of dice rolls and regular old imagination.

As you complete quests and spit in the face of adversity, your party levels up and gains new abilities to help you conquer even greater challenges. This book allows for progression up to level five, which is a fairly low level cap. Use this as an opportunity to play many different characters, or if you're feeling plucky, make up your own powers and abilities past level five!

THE PLAYER CHARACTERS

As a player, you create a unique adventurer from a combination of species and class who acts as your "game piece." You and your friends are the heroes of the story, and who your hero is beyond a "bee warrior" is up to you. There are many levels of player to character interaction. Some people go all out; they take up a voice, call each other by their character names, and generally immerse themselves in the role they've taken. Others treat their characters much more like game pieces that they and their friends are controlling. The way you play your game is up to you, but don't be embarrassed to just be stupid every once in a while, ya know?

THE DUNGEON MASTER

One player takes on the mantle of Dungeon Master. As the DM you wear quite a number of hats; world builder, storyteller, adversary, and referee. You don't just tell the story, you more or less become the world, anticipating and meeting your player's actions. You also have the final say on all rules that may be questioned; therefore you should be well versed in the way the game works. But remember, just because you're "in charge" doesn't mean your way is the only way; the best stories are shaped in equal parts by the DM and the players. On that note, since a fair bit of improvisation will inevitably occur, good DMs always have a handful of generic monsters and traps on hand, ready to meet whatever crazy things the party decides to do.

THE STORY

Roleplaying games are, in the end, opportunities to tell stories. And what makes for a better story than an exciting, over-the-top, kick-butt adventure? Adventures can vary greatly; some may simply involve getting to the bottom a creepy dungeon where each new room is filled with increasingly difficult enemies and traps. Other adventures can be less combat oriented; perhaps you are asked to find a ghost's ghostly booty, only to discover that you'll need to infiltrate a fancy-dress Ghost Ball to do it!

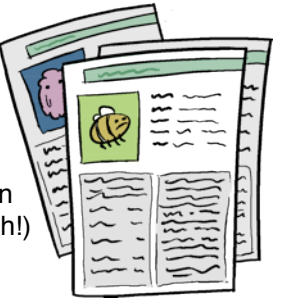
A brief ready-to-play adventure is included at the end of this book. It contains both non-combat and combat encounters and new players should use this as an opportunity to try out both styles of play. Then, the party along with the DM can choose to have more or less of one or the other!

WHAT YOU NEED

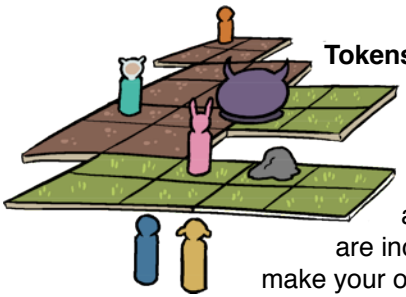
In order to play this roleplaying game, you'll need some supplies;



Dice: At least one set of dice is nice, although one set for each player is optimal. You can also use an online dice rolling program if you don't want to spend the cash. (http://www.wizards.com/dnd/dice/dice.htm) This game uses a four, six, eight, ten, twelve, and twenty sided die, indicated as a d4, d6, d10, d12, and d20 throughout the book. When dice need to be rolled, there will be some indication as to the dice type and any modifiers you have in addition to the roll. For example, 2d6 + 2 means that you roll two six sided die and add two to get your final result.



Character sheets: This is where you keep track of your character's progression through the game. More details and several blank character sheets can be found later throughout the book. Online character generators also exist, and if you're good at that sort of thing, you can even make your own. (Spreadsheets also work in a pinch!)



Tokens, game pieces, tiles, and maps: That is to say, any of the above. Combat in 4th Edition Dungeons and Dragons is grid based, so you will at the very least want some paper divided into a grid and same coins or something to use as game pieces. A few cut-out tokens and maps are included at the end of the book, but feel free to make your own! Craft stores often have blank wooden game pieces and square wooden tiles that you can customize all you want.



HOW TO PLAY

If it's not already abundantly obvious, the way you play goes something like this: the DM comes up with an adventure, and the rest of the players, represented by their characters, go and play through this story by choosing what to do, who to see, and where to go. Success or failure of the party's actions are dictated by their dice rolls or, sometimes, simply by the DM.

EXPLORATION!

Any adventure begins with exploration. Your characters are free to wander the land of Ooo, anywhere from the Ice Kingdom to the Marshmallowy Mweadows. However, unless your DM is some kind of hyper-aware demigod, you will probably have some limits set on where you can go, since he or she can't really prepare for absolutely every eventuality. Though some players take pleasure in doing unexpected things and going unexpected places, I greatly recommend that players stay within the confines of the world the DM is comfortable with. Though it may seem fun to take the train off the rails, a DM who has to rapidly improvise in response to the crazy demands of the party will end up making a much less entertaining experience for everyone.

But! That doesn't mean you should have one and only one path ahead of you. Let's take the Royal Tart example: Your party is tasked with carrying the Royal Tarts to the Back-Rubbing Ceremony. There's the obvious tart tunnel the party could take. But it seems TOO obvious. The party finds out the ceremony is across the Desert of Doom, and so they decide to brave that path instead, in a daring attempt to avoid tart thieves. A good DM should prepare for the party to potentially take either of the paths! He should not have to, however, prepare for the party to ignore the Back-Rubbing Ceremony altogether and instead eat the tarts and go to a big party in the Cloud Kingdom.

Essentially, neither the party nor the DM should be a big patoot, ok?

Exploration is usually free-form, without the party having to take turns. The party states what they want to do, the DM tells them what happens. Typically exploration is coupled with perception, nature, history, and technology skill checks which give the party information beyond what a cursory glance could give them.



Here's an example of a party exploring:

DM: You find yourselves in front of a large metal construct, vines and vegetation cover its sides.
George (a ghost warrior): I've got decent technology. What do I know about this thing? *(George rolls a d20 and gets a 4 and adds his technology skill modifier, 7, to get an 11. The DM sees that a successful roll requires a 15. George failed his check, but an 11 is close enough to get some information.)*
DM: You're not quite sure. You think it might be some sort of habitable space though.
Bloop (a robot minstrel): Well maybe I know something about it, you know, historically*. (Bloop rolls a history check, rolling d20 + 5. He gets an 21. This check requires a 20 history, which Bloop beat.)*
DM: You recognize this as an old cruise ship which seems to have gone ashore here before the war.
Bloop: Oh cool, any way to get in? *(Bloop rolls a perception roll, d20 + 3 and gets a 16. The DM knows that above a 15 reveals a rusted porthole and a ladder up to the deck.)*
DM: While walking around the outside you find a porthole. It seems rusted shut. There's also a rickety stepladder leading to the deck nearby.

At this point the party has a choice. They could try to force open the porthole using an athletics check, or climb up the stepladder using an acrobatics check. What lies beyond? That's up to the DM!

CHECKS AND ATTACKS

Though you are free to do nearly anything you can think of in a roleplaying game, success or failure are typically determined by a check. Checks are a d20 roll coupled with any added bonuses or penalties you may have.

1. Roll a d20 (Roll high!)
2. Add modifiers.
3. Compare to the target number (typically the DM is the only one who knows this value.)

Attacks are a special kind of check with added conditions. The attacks you have available are usually basic attacks and powers and are in a special section on your sheet.

1. Choose a power and choose a target.
2. Roll a d20 and add any attack modifiers indicated on the attack or power as well as any situational bonuses or penalties.
3. Compare the attack roll with whatever enemy's defense you may hitting; armor class, fortitude, reflex, or will.
4. Roll your damage!


- CHAPTER TWO -
Making Your Character

INTRODUCTION

The best way to start making your character is to look through the subsequent chapters and to pick a species and class that you like. The party together should make sure they have a well group containing at least one class capable of healing, such as a doctor or a minstrel. Here's an easy step by step process of how to make your character;

1. Pick a species
2. Pick a class
3. Assign your ability scores
4. Pick your skill training
5. Pick your equipment
6. Fill in your sheet and customize!

SPECIES



There are many, many, many different creatures across the Land of Ooo and the adjacent planes. Listing them all would probably take, Idunno, an hour or something. Too long. Anyway, chapter three contains 18 different species available for you to play as. They are composed primarily of species that have appeared repeatedly in the show, although some (like bees) are just in there because I like them. Dogs are notably absent, primarily because most dogs do not have Jake's stretchy powers. Humans and vampires are also not included because as far as we know, only one of each exists.



If you really want to play a species not included in the book, feel free to modify those available or even create a brand new one from scratch. Rock and tree people could easily be based off of nut people, for example. Just make sure to approve anything new with your party and your DM.

Some species have stats better suited for certain classes, but don't let that limit your choices; a well rounded character is sometimes much more useful than a character who has all of his stats minimized and maximized for a specific purpose. I always think that first, be creative and come up with a character you want to role-play as. Then, make sure your numbers work out to make you effective.

CLASS

Your class, as the regular D&D Player Handbook puts it, is "your calling in life." It's more than just your job, it's what you were born to do. This book contains six classes, each associated with a specific ability. Most, if not all, were modeled on pre-existing classes from other 4th edition sources, with varying degrees of alteration. We're all just learning from each other, brother. The classes are;

Doctor - Wise medical professionals who can not only heal their allies, but also cripple their enemies with medical precision.
Minstrel - Boisterous merry makers who use the blows of their weapons as rhythm for their songs. Singing is not necessary to play.
Scientist - Super-smart brainiacs who build lots of fantastic devices to aid them in a fight. Reliability may vary.
Thief - Sneaky and double-crossing rogues who fight from the shadows and dart around in a fight.
Warrior - Brave and humble knights who wear lots of totally "chik-chik" armor and rush headlong into any fight.
Wizard - Slightly strange but powerful wielders of magic. Know a wide variety of questionably useful cantrips.



One of the most important things to look at when picking a class is the "role" the class fills. A good party includes a mix of roles and should have at least one defender, striker, and artillery type character.

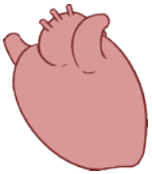
Defender - Classes that heal or take the brunt of the damage in a fight. Warriors put themselves in the line of fire, taking the blows for their allies while doctors have access to a wide variety of healing abilities. Minstrels are sometimes also defenders.
Striker - Classes that jump into the fight and deal close-up damage to their enemies. Melee wielding thieves are excellent strikers, and minstrels often imbue their melee strikes with musical magic.
Artillery - Generally unarmored classes that deal damage from a distance. Wizards are archetypical artillery characters, using bolts and blasts of magic. Scientists also project all sorts of damaging beams without ever taking the blow of a sword or hammer. Ranged thieves can also be artillery.

ABILITY SCORES

Your ability scores dictate your strengths and weaknesses, both physically and mentally. When deciding what abilities to pick, You should probably choose ones that primarily compliment your class. There are six in total;



Charisma - Charisma dictates how good you are at expressing yourself. It is the forcefulness of your personality and the glibness of your lies. Minstrels have very high charisma and the bluff, diplomacy, intimidate, and streetwise skills are based on this ability. The Will defense is affected by your charisma if it is greater than your wisdom.



Constitution - Constitution describes your character's healthiness and concentration of "vital force." Wizards have high constitution and use it to channel their spells. Constitution affects the endurance skill and dictates how much health and how many healing surges you have. Constitution can affect your Fortitude defense if it is greater than your strength.



Dexterity - Dexterity is a catch-all term for how nimble and coordinated you are. Being a thief requires great dexterity and ranged weapon attacks are based on this ability. It also affects the acrobatics, stealth, and thievery skills. Dexterity affects your Reflex defense if it is greater than your intelligence and if you wear light armor, it will also affect your Armor Class.



Intelligence - Your smarts. This ability indicates how well you learn and think. Scientists obviously need intelligence and the magic, history, and technology skills are affected by intelligence. It affects your Reflex if it is greater than dexterity and, if you wear light armor, your Armor Class.



Strength - Strength is the size of your muscles, man! Warriors need high strength to tote around all those weapons and sweet armor, and the athletics skill is based on strength. This ability is used to make melee weapon attacks and it can affect your Fortitude defense if it is greater than your constitution.



Wisdom - Sometimes, being smart doesn't compensate for a good helping of common sense. That's what wisdom is. It's your ability to notice details and judge danger. Doctors need good wisdom and this ability affects the dungeoneering, heal, insight, nature, and perception skills. Wisdom also affects your Will defense if it is greater than your charisma.

ROLLING YOUR ABILITY SCORE

There are a number of ways to generate your starting ability scores. This book will only describe the standard array method because it's the fastest and easiest to use. For more methods, check the D&D Player Handbook or similar sources. In order to assign your scores, take the six numbers 16, 14, 13, 12, 11, and 10 and assign each to one of your stats. Then, add any extra points from your species and/or class.

ABILITY MODIFIERS

Your ability scores dictate your ability modifiers, which get applied to your skills, defenses, and attacks. Ability modifiers follow this table;

Ability Score	Ability Modifier	Ability Score	Ability Modifier
1	-5	16 - 17	+3
2 - 3	-4	18 - 19	+4
4 - 5	-3	20 - 21	+5
6 - 7	-2	22 - 23	+6
8 - 9	-1	24 - 25	+7
10 - 11	+0	26 - 27	+8
12 - 13	+1	28 - 29	+9
14 - 15	+2	30 - 31	+10



SKILLS

Combat may be fun on a bun but you'll probably end up using your out-of-combat “skills” before really settling into a good fight. Your skills essentially facilitate and determine your ability to do the actions you want while roleplaying. Remember, when doing a skill check, you roll a d20 and then add: your level + ability score modifiers + any training + any equipment or situational modifiers. You then compare this against some set value determined by the DM to see if you succeed or fail at the check.

When picking skills to train in, select the appropriate number from your class's possible choices. Training in a skill grants a +5 bonus to rolls.

Acrobatics – You are skillfully able to duck, dive, dip, and dodge. This skill dictates how nibble and smooth you are. Acrobatics checks are made any time brute strength won't cut it. (Although something like a long jump can potentially be either acrobatics or athletics.) Acrobatics is particularly useful when you’re trying to escape being grabbed, where the check is made against the grabber's reflex. Your dexterity modifier increases this skill.

Athletics – Your catch-all feats of strength skill. Need to bust down a door? Athletics. Need to push a heavy boulder down a hill at your enemies? Athletics. Need to lift a bunch of old ladies in an old lady lifting contest? Athletics. This skill can also be used to escape from a grab, where the check is made against the grabber’s fortitude. Your strength modifier increases this skill.

Bluff – Sometimes, you just have to lie. That’s what this skill is for! Bluff is generally used during conversations to determine how successful your falsehoods are. These kind of bluff checks are made against the targets insight, although this insight will be buffered depending on how plausible the lie is. Bluff can also be used once per encounter as a standard action to gain combat advantage against an enemy; this check is also opposed by insight. Charisma increases this skill.

Diplomacy – The skill of negotiators! Diplomacy checks are typically made during any portion of the conversation where your tone and charm could steer the discussion one way or another. Normally a player is free to talk to a character without checks unless they are requesting too much; too much information, too many favors, etc. Then diplomacy kicks in. The charisma modifier affects this skill.

Dungeoneering – A knowledge skill that dictates how familiar you are with dungeons, caverns, and other dark places of unpredictable danger. Dungeoneering checks can be made to guess where a hidden door might be or determining the best way to go in a deep cavern. It also dictates your familiarity in recognizing creatures that would dwell in dungeons. Wisdom affects this skill.

Endurance – Any time you are pushing your body beyond its normal limits, endurance is involved. Endurance may be used to hold your breath for longer than normal, resist the effects of a disease, or resist extreme weather conditions. The difficulty of the check increases with extended exposure to the condition in question. Your constitution modifies this skill.



Heal – Heal is your general knowledge of how to treat and cure maladies. As a standard action, healing can be used to stabilize dying allies (difficulty 15, success allows the target to stop making death saving throws) or it can grant a saving throw (difficulty 15 and an adjacent ally gets a +2 to an immediate saving throw). During an extended rest, your heal check can replace a diseased ally's endurance check against an illness. allow the spending of healing surges. Wisdom increases this skill.

History – History is another knowledge based skill; through rigorous study you have gained holistic knowledge on events passed. History allows you to identify unknown constructs, buildings, and places and allows you to make educated guesses as to events that may have transpired long ago. The intelligence modifier increases this skill.

Insight – Insight is your ability to read people's emotions from their behavior and speech; it is the sister skill to perception, but for social situations. Insight is typically opposed by a bluff check if lies are involved; it is also used to recognize something as illusory. Difficulty will generally vary from character to character and will be adjusted by the DM accordingly. Wisdom increases this skill.

Intimidate – A charismatic character doesn't just know how to be subtle, they know the right words to bring anyone down a notch. Intimidate is a social skill used any time bodily harm is just a club's swing away. Intimidate can also be used against bloodied targets, as a standard action, to try to convince them to stand down. This check is opposed by the target's Will defense + 5. The charisma modifier increases this skill.

Magic – This skill is your intrinsic knowledge of the workings of magic. You can recognize magic monsters and artifacts and wager a guess as to their motivations and internal workings. Individuals trained in magic can detect nearby magic; a skill check / 5 dictates how many squares in any direction they can detect magical energy. This is equivalent to the arcana skill in Dungeons and Dragons. (What *is* "arcana" anyway?) Intelligence increases this skill.





Nature – A knowledge skill all about knowing nature. You know trees, bushes, brooks, all that jazz. Nature can be used to ascertain information about any natural terrain features as well as information about natural monsters. Nature can also be used to navigate natural caves and tunnels in lieu of dungeoneering. Nature is dictated by the wisdom modifier.

Perception – You got senses, and you use them for lookin', hearin', and smellin'. Perception is a skill you use to uncover anything you don't notice right away. It could be used to spot an approaching goblin hoard or to overhear a conversation far down a hall. Hidden individuals must make a stealth check against your perception. The difficulty for detecting something varies largely based on a number of factors including lighting. Wisdom affects this skill.

Stealth – You know, being hidden and whatever. Stealth checks are opposed by an opponent perception check. You can only try to gain concealment if you have some form of cover or the opponent is distracted. Larger more comprehensive cover makes the stealth check easier, whereas carrying a light source makes the check harder. You have combat advantage against creatures who aren't aware of you. You must make repeated checks if you move in and out of cover. Dexterity increases this skill.

Streetwise – You just rolled into a new town and wanna find out all the haps. But who do you ask? Streetwise is a skill that dictates how successful you are at gathering general information about what there is to do and see in a populated area. Charisma improves this skill.



Technology – The Land of Ooo is littered with artifacts of a long-lost time. The technology skill is a knowledge based skill that allows you to discern the nature of old technology and how you would manipulate and control it. Lower difficulty technology checks involve finding out what a particular piece of tech does, whereas higher difficulty checks deal with reactivating and even changing the function of these objects. Intelligence obviously dictates this skill.

Thievery – The skill of, you guessed it, thieves! Thievery is a skill with a variety of applications, and is essentially how well you can manipulate objects with your hands. Thievery can be used, as a standard action, to disarm traps, open locks, pick pockets, and steal. The difficulty of the check will depend on the complexity of the trap, lock, etc. A sufficiently poor roll will result in activation of the trap, breaking of a lock, or someone detecting your thieving, so beware! Dexterity modifies this skill.

EQUIPMENT

Alright, time to suit up! There's a variety of equipment any real adventurer has on hand, but most important are his weapons and armor. This book will only include these two item categories; players can themselves decide whether or not they want more options and if they will maintain food, light, camping supplies, etc. The appropriate rules for these can be found in the D&D *Player Handbook*. Additionally, item weight has been ignored altogether because, honestly, either you know you could carry it, or you can't.

PICKING EQUIPMENT



The best and easiest way to dole out equipment is for the player to check what they are proficient with and pick accordingly. This will afford them proficiency bonuses and will avoid penalties incurred form wearing the wrong thing. Wearing armor you are not proficient with results in a -2 penalty to attack rolls and the Reflex defense. Players not proficient in shields do not gain the armor bonus granted by the shield. Most players should only need one set of armor and one ranged and one melee weapon. Classes who can wear shields may sometimes switch between a one-handed weapon and a shield and a two-handed weapon and may accordingly pick extra.

Armor

Armor Type	Armor Bonus	Skill Penalties	Speed Penalties
Cloth	–	–	–
Leather	+2 AC	–	–
Hide	+3 AC	–	–
Chainmail	+6 AC	-2 to athletics and acrobatics	-1
Scale	+7 AC	-2 to athletics and acrobatics	-1
Light Shield	+1 AC and Reflex	–	–
Heavy Shield	+2 AC and Reflex	-2 to athletics and acrobatics	–

Simple Melee Weapons
One-Handed

Name	Prof. Bonus	Damage	Type	Special
Club	+2	1d6	Blunt	–
Dagger	+3	1d4	Blade	Can be thrown, range 5
Short Sword	+2	1d6	Blade	–

Two-Handed

Name	Prof. Bonus	Damage	Type	Special
Long Sword	+2	2d4	Blunt	–
Morningstar	+2	1d10	Blade	–
Quarterstaff	+2	1d8	Blunt	–

Martial Melee Weapons
One-Handed

Name	Prof. Bonus	Damage	Type	Special
Battleaxe	+2	1d10	Blade	–
Scimitar	+3	1d8	Blade	–
Warhammer	+2	1d10	Blunt	–

Two-Handed

Name	Prof. Bonus	Damage	Type	Special
Greataxe	+2	2d4	Blade	–
Greatsword	+3	1d12	Blade	–
Maul	+1	2d6	Blunt	–

Improvised Melee Weapons
One-Handed

Name	Prof. Bonus	Damage	Type	Special
Unarmed	–	1d4	–	–
Item	–	1d4	–	–

Improvised Melee Weapons
Two-Handed

Name	Prof. Bonus	Damage	Type	Special
Item	–	1d8	–	–

Simple Ranged Weapons
One-Handed

Name	Prof. Bonus	Damage	Range	Special
Hand Crossbow	+2	1d6	10	–
Sling	+2	1d4	10	Can use improvised ammunition

Two-Handed

Name	Prof. Bonus	Damage	Range	Special
Crossbow	+2	1d8	15	–

Martial Ranged Weapons

Name	Prof. Bonus	Damage	Range	Special
Longbow	+2	1d10	20	–



CHARACTER SHEET

On the next pages you will find all you need to finish creating your character. Sections will have numerical headings to guide you, should you need assistance filling in the various properties. Online character sheet generators do exist; one should become available for this handbook soon! But until then you're stuck doing it the old fashioned way.

1. **Pick your species –** Fill in your species, then fill in your species bonuses under the skills and ability score sections. Also make sure to write down your speed.

2. **Pick your class** – Fill in your defense bonuses, health point quantity and healing surge count, and pick your skill training (+5 to trained skills). Make note of your first level powers and class features.

3. **Roll your ability scores –** Assign your ability scores and determine your ability score modifiers. Add your modifiers to the appropriate skills and add your constitution bonuses to your health and surges per day. Also add your dexterity modifier to your initiative modifier.

4. **Pick your equipment –** Pick and write down your equipment in your item list. Add any defense bonuses provided by your armor to your defenses and mark down your main weapons' hit dice in the weapon dice area.

5. **Additional Details and Description –** Now that your character is "numerically" finished, make sure to write down some personalized details about your character. Draw a picture of your character; don't worry, no one cares if you're a bad artist.

- Common Mistakes in Character Making -

Min-max-ing: Thought it may seem cool to have a character with +20 athletics at level one, minimizing and maximizing certain attributes will usually leave you with more deficits than benefits and will lead to an unpleasant gaming experience. Some DMs are totally ok with min-max-ing though, but ask before you do.

King of Kings – It's always tempting to try to make your character important; it's just the way people are. We want to be at the center of things. But don't make your character an all-important figure in the world you're playing. The other players won't like it, the DM won't like it, and you'll just get frustrated because no one is playing along.

Sir Vill Ain – Similar to King of Kings. You're perfectly welcome to play a morally ambiguous character, but don't make a character who actively works against the party. There's a good chance they'll just turn on you and slay you.

Name: _____ Level: _____ Exp: _____

Species: _____ Class: _____

ABILITY SCORES

Score Roll Bonus **Modifier**

[____] **CHA** = _____ + _____ => _____

[____] **CON** = _____ + _____ => _____

[____] **DEX** = _____ + _____ => _____

[____] **INT** = _____ + _____ => _____

[____] **STR** = _____ + _____ => _____

[____] **WIS** = _____ + _____ => _____

HEALTH

Total Base Con Mod. Level

[____] **HP** = _____ + _____ + _____

HEALING SURGES

Total Base Con Mod.

[____] = _____ + _____

1/4th Total

Healing Surge Value = [____]

INITIATIVE

Score Dex Mod. Level

1d20 + [____] = _____ + _____

SPEED

Total Squares Base Armor Mod.

[_____] = _____ + _____

MAIN WEAPON DICE

Melee: _____ Ranged: _____

EQUIPMENT + ITEMS

DEFENSES

Score **Level** Armor or Int/Dex Mod. **Other**

[____] **AC** = 10 + _____ + _____ + _____

Con/Str Mod.

[____] **FORT** = 10 + _____ + _____ + _____

Int/Dex Mod.

[____] **REF** = 10 + _____ + _____ + _____

Wis/Cha Mod.

[____] **WILL** = 10 + _____ + _____ + _____

BASIC WEAPON ATTACKS AND MOVES

Basic Melee _____

Basic Ranged _____

Grab_____

Move Grabbed_____

Bull Rush_____

SKILLS

Score Level Ability Mod. Training (+5) Other

[____] Acrobatics (Dex) = _____ + _____ + _____ + _____

[____] Athletics (Str) = _____ + _____ + _____ + _____

[____] Bluff (Cha) = _____ + _____ + _____ + _____

[____] Diplomacy (Cha) = _____ + _____ + _____ + _____

[____] Dungeoneering (Wis) = _____ + _____ + _____ + _____

[____] Endurance (Con) = _____ + _____ + _____ + _____

[____] Heal (Wis) = _____ + _____ + _____ + _____

[____] History (Int) = _____ + _____ + _____ + _____

[____] Insight (Wis) = _____

[____] Intimidate (Cha) = _____

[____] Magic (Int) = _____

[____] Nature (Wis) = _____

[____] Perception (Wis) = _____

[____] Stealth (Dex) = _____

[____] Streetwise (Cha) = _____

[____] Technology (Int) = _____

[____] Thievery (Dex) = _____

CLASS FEATURES

CLASS AND SPECIES POWERS

LEVELING UP

Everyone looks forward to leveling up! Taking it to the max… *extreme*. When a player levels up, they gain new powers from their class list and have increased bonuses to their defenses, health, and skills. In my experience there are two distinct ways of handling experience and when the party levels:

Experience Points – The most obvious and "official" method of leveling up. Players are rewarded with experience points for completing challenges and defeating monsters. A level is gained when a certain number of experience points is attained. The problem with this play-style is that it encourages players to solve problems with experience gains in mind and may discourage them from finding creative solutions to problems. It's also more number juggling.

Session Based – My personal favorite. Early on the group decides how frequently they want to level up. All things considered, an experience point based approach usually results in the party leveling up once every 2-3 sessions (assuming a standard 3-4 hour session). So why not just level up every 2-3 sessions without bothering with tracking experience? This approach is exceedingly easy but may let your players stray from their goals more often to engage in more esoteric pursuits, since nothing will hold back their progress.



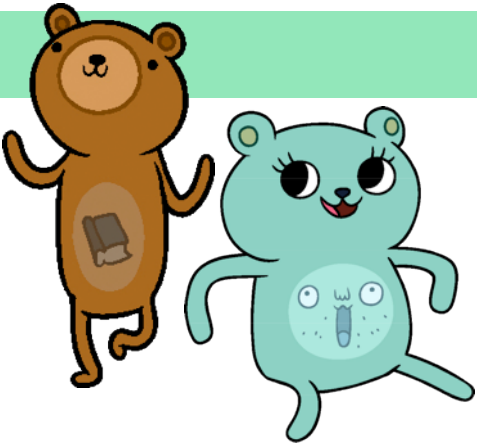
In the end, the party and the DM together should decide what they would prefer. Some like the structured approach of experience, some like to just go with the flow and have a more role-playing focused adventure. For those interested in experience-style leveling, experience values will be assigned to monsters and traps in this book, and the general experience leveling scheme, as seen in the *Player's Handbook* is outlined below.

Level	Experience to Level
1	1000
2	2250
3	3750
4	5500
5	-



- CHAPTER THREE -
Character Species

BEAR



"We'll never run from the fun because we're… Bears! Bears! Bears! Bears! Bears! Bears! Bears! Bears! Bears! Bearrrrrrrrrssssss…ah!"

Size: Medium
Speed: 6 squares
Vision: Low-light
Ability Score: +2 Str, +2 Cha
Skill Bonus: +4 Acrobatics

Bears are bipedal party-animals that dance all night and rock all day. They come in all the colors of the rainbow and each bear has a unique image emblazoned on their chest. In combat, they can drink honey flavored energy drinks to get back into fighting shape.

Honey-Flavored Energy Drink Bear Power

Make sure you never stop bumpin' it with Buzzin' Honey Drank™!

Encounter – Healing, Honey, Personal
Minor Action
Target: Self (No one else can stomach the stuff)
Effect: You drink one of your special energy drinks and gain your level + 2d4 temporary hit points. Bonus increases to 3d4 at level 5.

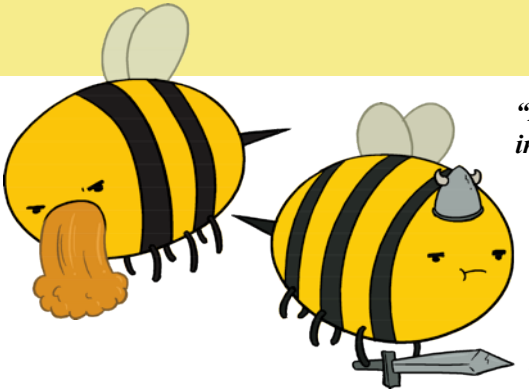
Additional Information:



Home: Caves, hollows, monsters' stomachs
Leader: Party Pat
Behavior: Bears love to party, almost to a fault. Sometimes groups of bears have been known to party so hard that they are unable to notice evident dangers around them. Despite this fact, bears are agile and hardy animals, and can dance for days on end, sustaining themselves on energy drinks alone. Bears love karaoke and dub-step, and will often carry a supply of lasers, fireworks, and glow-sticks in case of an emergency party.

Bear adventurers are typically outcasts from their packs. Some bears may simply desire something more than endless music and fun. Some bears roam the lands looking for bigger and better parties to join. A select few bears are scouts, looking for sweet new digs for their pack to rock out in.

BEE



"A bee hive, oh no! Don't put your foot in there, guy!"

Size: Small
Speed: 3 squares, fly 6 squares
Vision: Normal
Ability Score: +2 Dex, +2 Wis
Skill Bonus: +4 Dungeoneering

Bees are large insects that live in hives all over the land. They're striped, yellow and black, and, you know, fly around making honey. When in trouble, they can vomit up their belly full of honey, slowing and disorienting their enemies. They're not... very friendly.

Honeyed Words — Bee Power

You vomit a shower of honey everywhere, pushing and slowing your enemies.

Daily – Honey, Martial
Minor Action **Close** blast 3
Target: Each creature in blast
Attack: Dexterity vs. Reflex
Hit: Target is pushed 1 square and slowed until the start of its next turn.
Effect: All tiles in blast are difficult terrain until the end of the encounter.

Additional Information:

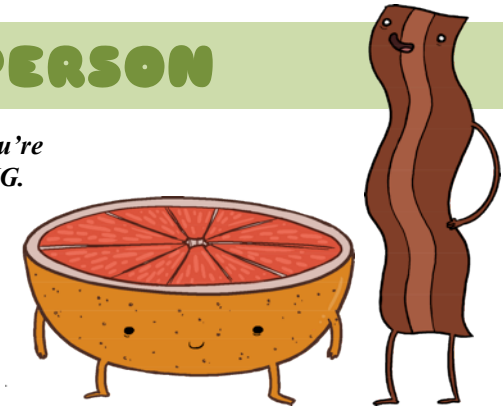


Home: Bee hives, the fabled "Bee Kingdom"
Leader: Bee Princess
Behavior: Bees are fairly self-centered, and care, above all else, for their colony. They are assigned roles early in their lives and spend their days doing the same job over and over, whether it is nursing the young or scrubbing the bee bathrooms. Maybe it is for this reason that most bees are grumpy, especially when other people get all up in their space.

Despite their insular lives, bee adventurers do appear from time to time. Perhaps these bees grew tired of being the "dish washing bee" and decided to set out on their own, or perhaps their hive was destroyed in some sort of delicious honey-based explosion. Whatever the case may be, bees naturally seek companions due to their hive mentalities, and despite being generally ill-mannered, they make stalwart friends.

BREAKFAST PERSON

Being made of breakfast just means you're ready to face the day… ALL DAY LONG.



Size: Small - Medium
Speed: 6 squares
Vision: Normal
Ability Score: +2 Wis, +2 Str
Skill Bonus: +4 Heal

Breakfast people are the benevolent citizens of the Breakfast Kingdom, where it's breakfast time, all the time. They come in many shapes and sizes, anything from bowls of cereal to stacks of flapjacks to eggs, scrambled and sunny-side up! Coffee is their favorite drink and their caffeinated blood can give them bursts of incredible insight and perception.

Coffee Blood Breakfast Person Power

You take advantage of the caffeinated life force in your veins and briefly become hyper-aware of your surroundings.

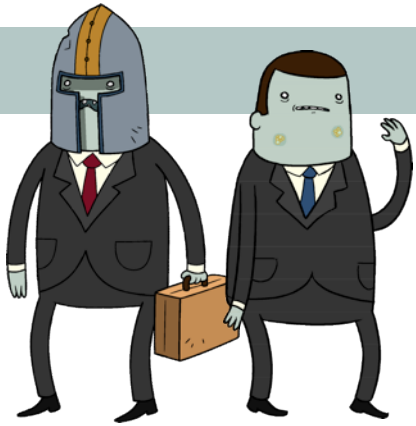
Encounter – Personal
Free Action
Effect: You gain a bonus to your next perception or insight roll equal to your level +5.

Additional Information:



Home: The Breakfast Kingdom in the Desert of Doom
Leaders: Breakfast Princess and Toast Princess
Behavior: Breakfast people are generally kind and health-oriented, but can often times be a bit high-strung because of all the coffee and sugar in their systems. They function best in the mornings, by evening they become so jittery and jumpy that it's best to keep anything exciting from them till the morning. Not eating your breakfast around a breakfast person is considered the gravest of insults.

Breakfast adventurers are often go-getters who want to set out and spread good breakfast habits to all the people of Ooo. Other breakfast people are simply so energized by their good start to the day that they set out into the world and have decided to see as much of it as possible.



BUSINESSMAN

"Looking for help your business? We love work for you!"

Size: Medium
Speed: 5 squares
Vision: Normal
Ability Score: +2 Str, +2 Int
Skill Bonus: +4 Technology

Businessmen are time-lost leaders of industry who occasionally wash up on the shores of Ooo in large blocks of ice. They emerge from these prisons having forgotten much of the past, and they crave one thing only… to do *business*. Businessmen can optimize combat by positioning themselves and their allies in more efficient positions.

Synergy Businessman Power

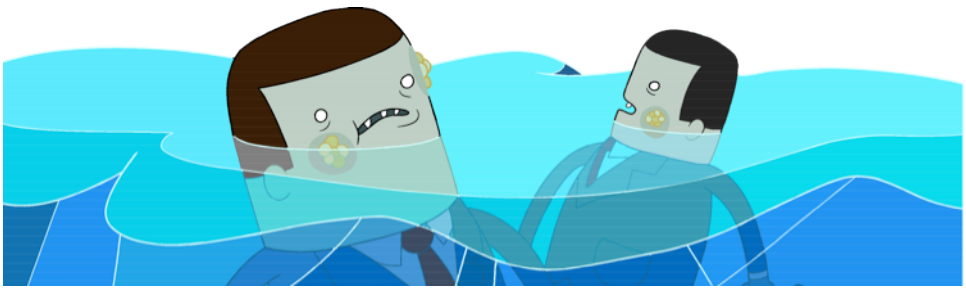
Your advanced knowledge of business strategies and asset management allows you to position your allies in a more advantageous position.

Encounter – Martial
Move Action **Close** burst 10
Target: You and each ally in burst
Effect: Each target takes a move action as a free action.

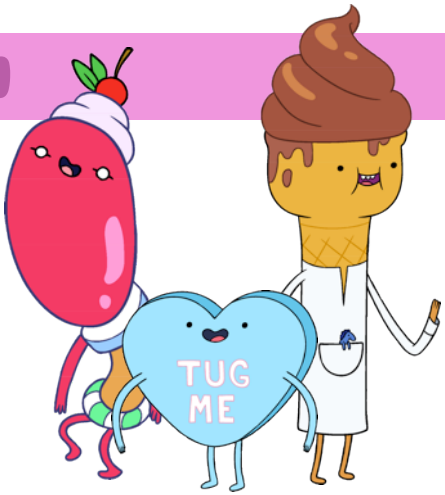
Additional Information:

Home: The Past
Leader: None
Behavior: None truly understand the motivations of the businessmen. Though they lack any common sense, businessmen are highly enthusiastic and intelligent and wield the technology of the past with alacrity. Businessmen are great flatterers, often trying to get promotions for their charm.

Businessman adventurers often work for other adventurers who hired them, though on rare occasions especially brilliant "Executives" do appear.



CANDY PERSON



"There is a Candy Kingdom
Whose sidewalks you can eat
And everyone who lives in there
Is made of something sweet!"

Size: Small - Medium
Speed: 6 squares
Vision: Normal
Ability Score: +2 Cha, +2 Int
Skill Bonus: +4 Magic

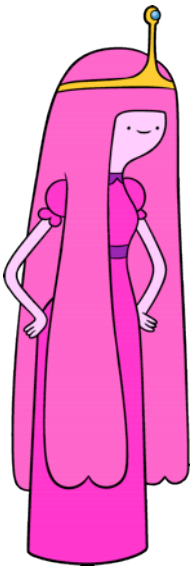
The candy people are arguably the tastiest and nicest denizens of all of Ooo. They can be anything from gumballs to candy canes to ice cream cones; if it's sweet and tasty, there's a candy person for it. When in a jam, they can nibble on themselves for an extra boost of health.

Candybalism — Candy Person Power

When the going gets tough, you take a little nibble of yourself and get going!

Encounter – Healing, Candy, Personal
Minor Action
Target: Self
Effect: You take a bite of yourself to spend a healing surge and gain an additional 1d6 health.

Additional Information:



Home: The Candy Kingdom
Leader: Princess Bubblegum
Behavior: Candy people are nice, fun loving, and fairly intelligent. They're unfortunately somewhat gullible and under situations of grave duress, they have been known to explode, but such instances are exceedingly rare. In general, candy people are loyal, especially to their fellow candy citizens and their princess, whom they adore. They live their lives in revelry and joy.

Candy people are known to be doctors, scientists, and magic users due to the prosperity and peace of their kingdom. Candy adventurers seek the company of others because being a tasty and delicious piece of candy all alone in the word is dangerous business, even if you're a rough and tumble marshmallow berserker.

CLOUD PERSON



Hey brah, welcome to the Cloud Kingdom dude. Grab a cold one!

Size: Medium
Speed: Float 6 squares
Vision: Low-light
Ability Score: +2 Cha, +2 Wis
Skill Bonus: +4 Streetwise

Cloud people, or "cloud bros" as they're often called, are rough and rowdy off-the-hook party dudes. They spend their days tossing pig skins and planning parties in their popped collars. In fights they can temporarily take flight, since they're, ya know, clouds.

Float It Up — Cloud Person Power

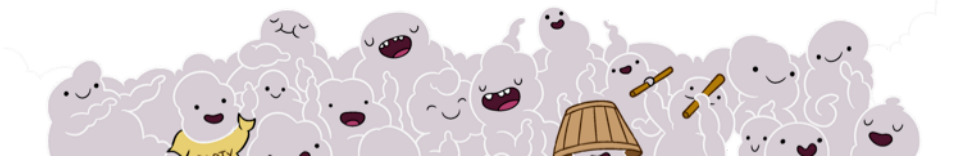
You muster up some potent cloud energy and go zooming off across the battlefield. Pooh, that was tiring, wasn't it?

Encounter – Cloud, Magical
Move Action
Effect: You can fly up to twice your walking speed. You must land at the end of your move action.

Additional Information:

Home: The Cloud Kingdom
Leader: The Dean of Clouds
Behavior: The friendships between cloud people are the tightest of fraternal bonds; when a cloud bro becomes your friend, you're friends for life. Cloud people are generally aloof, but they treat the conduction and preparation of parties as seriously as life and death. All cloud people fear the Dean of Clouds, who enforces strict rules and doles out the dreaded "double secret probations".

Cloud adventurers often set out on arbitrary quests across the realm. Some set out because their fraternal initiation rituals order them to do so. Others adventure because they, like, totally thought it would be super rad to like, go backpacking across the Desert of Doom right? And then they completely forgot how to get back.



CRYSTAL PERSON



"You'll look awesome in crystal, like us!"

Size: Medium
Speed: 6 squares
Vision: Darkvision
Ability Score: +2 Str, +2 Con
Skill Bonus: +4 Endurance

Crystal people live in the deepest reaches of the Crystal Dimension, where they spend their days texting and just like, chilling out and looking awesome being all crystal. When in a scrap, they can perfectly replicate an attack they were hurt by and turn it around on their foes.

Perfectly Symmetrical Violence Crystal Person Power

You use your crystalline form to perfectly duplicate an enemy's attack. BLING!

Daily – Magical, Crystal
Immediate Reaction
Trigger: You are hit by an enemy attack.
Effect: You take on the form of the enemy who attacked you. Until the end of the encounter you can use the attack you were hit with as a daily power.

Additional Information:



Home: The Crystal Dimension
Leader: Quartzion the Crystal Queen (Temporary)
Behavior: Crystal people are often found as guardians between the land of Ooo and the Crystal Dimension. Although they're rather strong and powerful, they're mostly concerned with their sweet crystalline appearance, and making sure everyone knows how great they are.

Crystal adventurers are often seen as somewhat juvenile by others because of their superiority complex. They're not afraid of being rude and mean because they think crystalline life is better than any other. They can be convinced to join an adventuring party if the final reward is cool or shiny enough, however.

Flattery also works wonders.

FLAME PERSON



"Silence my molten mamas!"

Size: Medium
Speed: 6 squares
Vision: Normal
Ability Score: +2 Dex, +2 Con
Skill Bonus: Resist 10 fire, weak 5 water, and you create a burst 1 area of low-light around yourself at all times.

Flame people are hot-headed rabble-rousers from the depths of the Fire Kingdom. Though some flame people are literally walking, talking balls of fire, others also contain molten lava and chunks of igneous rocks. They're fast talking and certainly have tempers… of an easily aggravated nature. In the midst of a fight, their flames can flare up to strike against assaulting enemies.

Dancing Flames Flame Person Power

An enemy's attack raises your fiery ire and you lash out against them.

Encounter – Magical, Fire
Immediate Reaction **Close** burst 10
Trigger: An enemy within burst hits you.
Target: Triggering enemy in burst
Effect: The target takes 1d6 + constitution or charisma modifier fire damage.

Additional Information:

Home: The Fire Kingdom
Leader: Flame King
Behavior: Though fairly powerful, flame people rarely venture out from the Fire Kingdom due to the dangers the outside world poses to them. Any small drizzle will hurt and weaken them, and direct contact with bodies of water can at times be lethal. Nevertheless, it takes quite a lot to put down a flame person permanently for great mystical fires burn deep within their hearts. Flame people are slick and fast talking and love to come out of every encounter with the upper hand and the better deal.

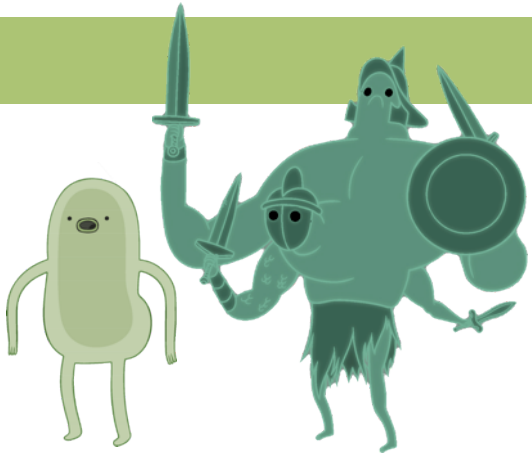


Flame adventurers are typically profiteers who leave the safety and comfort of their molten realm for fame and glory. Other flame people see themselves as bold and charismatic and destined to be leaders of a great adventuring bands.

GHOST

"Let's invite them over to our place, then, when they show up, we'll suck their guts out through their brains!"

Size: Medium
Speed: Fly 6 squares
Vision: Darkvision
Ability Score: +2 Wis, +2 Con
Skill Bonus: +4 Stealth



Ghost are mischievous spirits with unfinished business in the mortal realm. They come in a variety of shapes and sizes, but often resemble their mortal selves. Once a day ghosts can become incorporeal, lightening their presence in the mortal plane and allowing them to avoid harm from physical objects.

Become More Ghostly Ghost Power

You step your ghostliness up a notch and become temporarily incorporeal.

Daily – Magical, Ghostly
Minor Action
Effect: Until the end of your next turn, you are incorporeal. Being incorporeal means you take half damage from all physical attacks and can pass through solid objects at will. When moving through solid objects you must end your move action on an unoccupied square. No exceptions, ya jerk.

Additional Information:

Home: Graveyards, spooky houses, ominous wells, etc.
Leader: Ghost Princess (Former)
Behavior: Ghosts are twisted versions of their former living selves. They exist in eternal un-death, seeking to complete that which they left unfinished during their lives. Few ghosts, however, know just what it is they left unfinished. Most ghosts are mischievous if not openly malevolent, and love playing pranks on mortals. It is well known that vampires cannot defeat ghosts; it's like a rock-paper-scissors thing.



Ghosts typically become adventurers because they think it will lead them on to eternal rest. Alternatively, they like their ghostly existence and think being an adventurer may keep them ghostly forever. Ghosts typically take on whatever role they had in life, although they make particularly effective thieves.

GOBLIN



"No rules baby, start that riot!"
"No one can tell me no!"

Size: Medium
Speed: 6 squares
Vision: Normal
Ability Score: +2 Dex, +2 Int
Skill Bonus: +4 Thievery

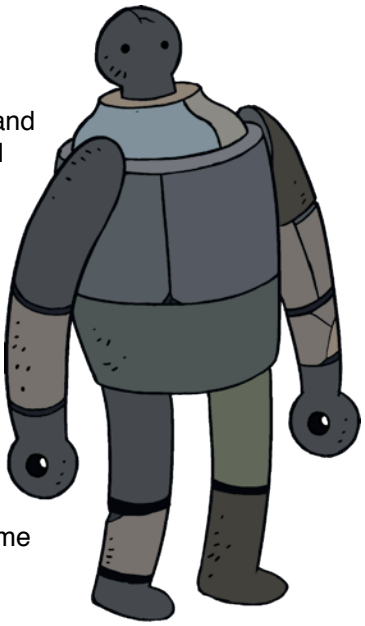
Goblins are numerous throughout the land of Ooo and are known to be exceedingly impressionable. Their skin is varying shades of green and they have pointy ears and teeth. Though generally short, certain goblins grow to impressive heights.

Royal Rules, Article 5 - Subsection 11 Goblin Power

Your devotion to the Royal Rules of the Goblin Kingdom makes you stand in harm's way for one of your allies.

Encounter – Martial
Immediate Interrupt
Trigger: An ally adjacent to you is hit by an enemy attack.
Effect: You incur the attack damage instead of your ally.

Additional Information:



Home: The Goblin Kingdom, the City of Thieves
Leader: Finn the Human (Whisper Dan)
Behavior: Goblins are some of the most pliable and easily influenced creatures in all of Ooo. They will often follow anyone charismatic and important enough, devoting themselves completely to their service. It is perhaps for this reason that many goblins become thieves and swindlers, led down the path of evil by ne'er-do-wells. All goblins are wrought in muddy birthing pits.

Goblin adventurers are generally kind and self-less, and often become devoted servants and followers. They can be enticed into a life of do-gooding and can get rather carried away with supporting the forces of good just as much as some goblins follow the forces of badness.

HOT DOG PERSON

"Don't eat me, man!"



Size: Small
Speed: 4 squares
Vision: Normal
Ability Score: +2 Cha, +2 Con
Skill Bonus: Immunity to Poison

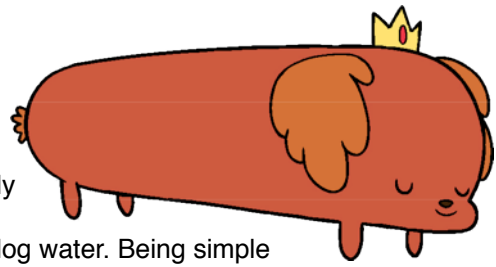
Hot dog people come from the tiny dog pen-shaped Hot Dog Kingdom, where they spend their days frolicking and splashing around in mud. They're pretty, uh, hopelessly stupid. Hot dog people are really good at peer-pressure though, and can make their allies take actions for them.

Peer Pressure Hot Dog Person Power

You cheer on your ally so hard that you convince them to do something they normally wouldn't do. (Shame on you!)

Daily – Martial, Influential
Standard Action **Close** burst 10
Target: One ally in burst
Attack: Charisma vs. Will
Effect: You make the target take a move, minor, or standard action. This action cannot result in your ally's death.

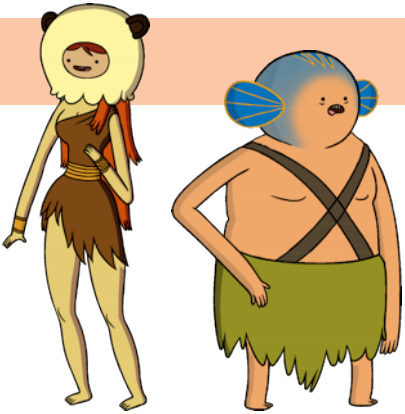
Additional Information:



Home: Hot Dog Kingdom
Leader: Hot Dog Princess
Behavior: Hot dog people don't really have much going for them. They're small, stupid, and smell like old hot dog water. Being simple folk, they mostly enjoy the simpler offerings of life like splashing around in mud puddles and hiding in boxes. Nevertheless hot dog people are surprisingly charismatic and in groups they can influence others to do all sorts of crazy things. Even so, they are never overtly manipulative or ambitions since hot dog people who set out to do something often forget what they were doing almost instantly.

Hot dog adventurers frequently set out on grand quests only to get lost or trapped. With the guidance of an able party they can become useful allies, and can even inspire their friends to accomplish great feats of heroism.

HYOOMAN



"How long have you lived in the darkness? I just want to show you the light!"

Size: Medium
Speed: 6 squares
Vision: Low-light
Ability Score: +2 Str, +2 Int
Skill Bonus: Water-breathing

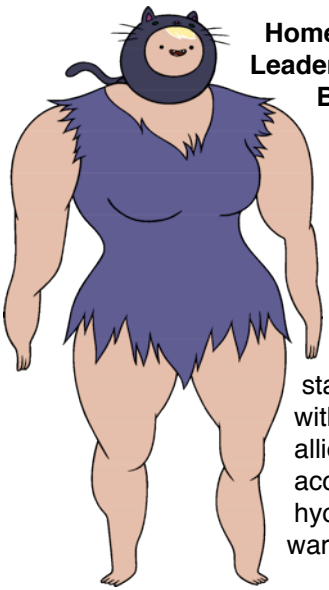
When humans retreated underground during the Great Mushroom War, poorly constructed shelters exposed them to toxic fallout and transformed them into the vaguely amphibian hyoomans. They all wear animal-themed hats and are capable of underwater breathing as well as great feats of strength. Their adaptable nature allows them to adjust to any challenge.

Hyooman Ingenuity Hyooman Power

Much like your human ancestors, you know how to quickly adapt to new and challenging situations.

At-Will – Martial, Brainy
Free Action
Trigger: You see someone succeed at a skill check
Effect: You add a +2 bonus to skill checks of that type until the end of your next turn.

Additional Information:

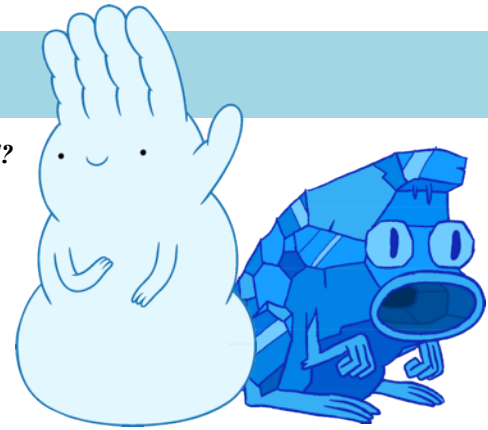


Home: Beautopia
Leader: Susan Strong

Behavior: After years of living in isolation, hyoomans have grown afraid of new and unexpected things. They are quick to adapt to change, however, and are known to quickly master their fears. Hyoomans prefer the perceived safety of their underground utopia, rarely venturing out into the dangerous and unknown surface world.

Only the bravest of hyoomans become adventurers, standing resolutely against the fear they have lived with all their lives. Everything is new to them, and their allies must keep a watchful eye so they do not accidentally hurt themselves. When befriended, hyoomans make loyal companions and are excellent warriors.

ICE PERSON



"Why are you guys so quiet? Are you mad? Oh that's right, you're not alive yet."

Size: Medium
Speed: 5 squares
Vision: Normal
Ability Score: +2 Con, +2 Dex
Skill Bonus: +4 Athletics

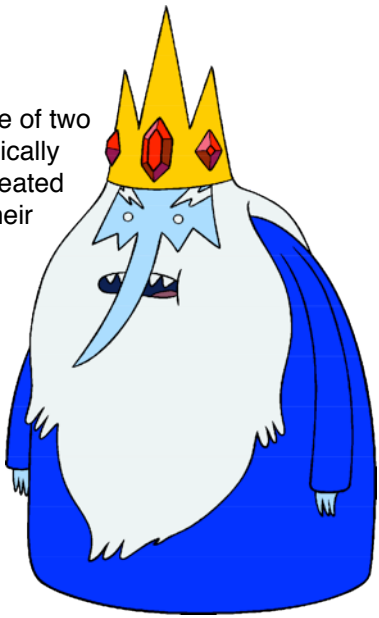
Ice people are the products of the Ice Kingdom, over which the Ice King reigns. They can either be constructs of solid ice or snow and vary widely in shape and size, although many ice people are snowmen. Since they're mostly made of ice, ice people can easily recover from being destroyed.

Construct of Winter Ice Person Power

When knocked down, you pick yourself up again. Cause you're just, like, some frozen water.

Daily – Magical
Immediate Reaction
Trigger: You are reduced to zero hit points.
Effect: You do not become unconscious but instead immediately spend a healing surge and regain the appropriate amount of hit points.

Additional Information:

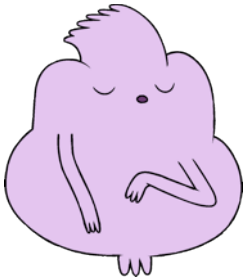


Home: Ice Kingdom
Leader: Ice King
Behavior: Ice people typically come about in one of two ways; either they emerge naturally from the magically charged snow of the Ice Kingdom, or they are created by the Ice King, only to be forgotten and left to their own devices. In either case, ice people always emerge into the world filled with curiosity and excitement. Many are surprisingly kind hearted and even courageous considering their origins.

Ice adventurers are typically intrepid and Inquisitive spirits who set out to find what lies beyond the frigid wastes they were born into. Since they are magical, they are more resistant to heat than regular ice and can survive in mild climates for significant periods of time.

LUMPY SPACE PERSON





"Lump off, mom!"

Size: Medium
Speed: Float 6 squares
Vision: Normal
Ability Score: +2 Cha, +2 Dex
Skill Bonus: +4 Bluff

Lumpy space people, or "lumpers" as they frequently call themselves, are fuzzy lump-covered floating…. globs that hail from Lumpy Space. They are typically various shades of violet, although some can be other pastel colors. Lumpy space people are notorious gossip-mongers, and can dish out potent drama bombs in combat.

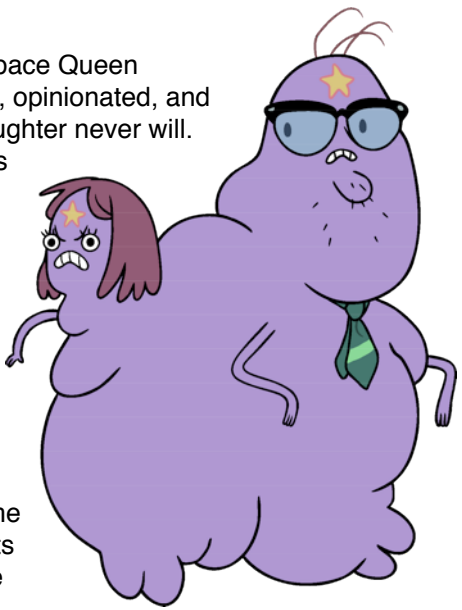
Drama Bomb Lumpy Space Person Power

You drop down some weapons-grade gossip, stunning the enemies around you.

Encounter – Martial
Standard Action **Close** burst 1
Target: Each creature in burst
Attack: Charisma vs. Will
Hit: Target is dazed until the end of your next turn.

Additional Information:

Home: Lumpy Space
Leader: Lumpy Space King and Lumpy Space Queen
Behavior: Lumpy space people are bossy, opinionated, and act exactly like you hope your teenage daughter never will. They typically have thick valley girl accents and spend a disproportionate amount of time calling their friends and preparing for the weekly Promcoming Dance. The bite of a lumper will transform their victim into a lumpy space person by sundown. This rarely happens though because biting people, is like, so lumping uncool.



Lumpy space people usually become adventurers in order to get away from all their "fake" lumpy friends and to make some "real" friends. Though their callous attempts at help often lead to more trouble, they are nevertheless brave and fun-loving.

NUT PERSON

"Would you like to hear what my nuts have to say?"



Size: Medium
Speed: 6 squares
Vision: Normal
Ability Score: +2 Str, +2 Dex
Skill Bonus: +4 Nature

Nut people are denizens of the Duchy of Nuts, and are known to be a little… well, if you will pardon the pun… nuts. They come in the form of any sort of nut you can think of, even acorns and stuff! When feeling overwhelmed or extra hurt, nut people can bunker down and protect themselves from damage.

Tough Nut Nut Person Power

Stuff's just like, way too intense right now. You decide not to deal with it.

Daily – Martial, Defending, Stance
Standard Action
Effect: You sit down in the middle of the battle, using your hard nut shell to resist all damage. You may not take any other actions while this power is in effect. You may exit this stance as a move action.

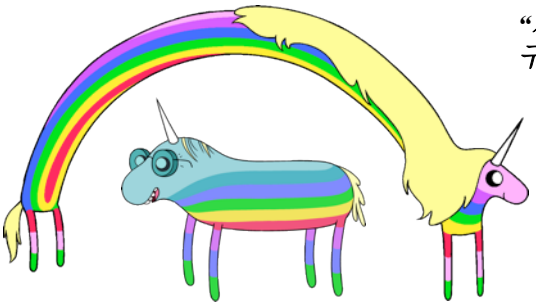
Additional Information:



Home: The Duchy of Nuts
Leader: The Duke of Nuts
Behavior: Nut people are typically gregarious and fun-loving, although they are somewhat paranoid, especially as they grow older. Nut people are also quick to anger and hold very long and serious grudges against those who have wronged them. They swear fealty to the Duke and Duchess of Nuts, even though they're both not quite… all there. The worst fear of any nut is going rancid, which causes them to behave extremely irrationally, even for nuts.

Nut adventurers make for excellent bodyguards and defenders, although their somewhat erratic nature can sometimes cause trouble for their party. Though they are loyal and trustworthy, they can easily become overwhelmed and may use their nutty defenses even in social situations.

RAINICORN



"개가 전쟁터에서 우리 아빠 생명을 구해줬었어"

Size: Medium - Large
Speed: 3 squares, fly 6 squares
Vision: Normal
Ability Score: +2 Int, +2 Con
Skill Bonus: +4 Insight

Rainicorns are long rainbow-colored animals that reside in the Crystal Dimension. They can only speak Korean, although many wear universal translators. Rainicorns can protect allies by phasing them into their bodies and can change the color of objects using their horns.

Chromatic Phasing — Rainicorn Power

You are capable of phasing your allies into the rainbow of your body. It's pretty crazy, and pretty, uh, intimate.

Encounter – Magical
Move Action
Target: One ally
Effect: You enter an ally's square and phase them into your body, protecting them from harm. Phased allies cannot take actions, but can expend a move action to leave your body. If you fall unconscious, all phased allies are ejected.

Chromatic Beam — Rainicorn Cantrip

You shoot a laser from your horn, changing the color of something nearby.

At-Will – Magical
Minor Action
Target: One object or creature
Effect: The target changes to a color of your choosing for one day.

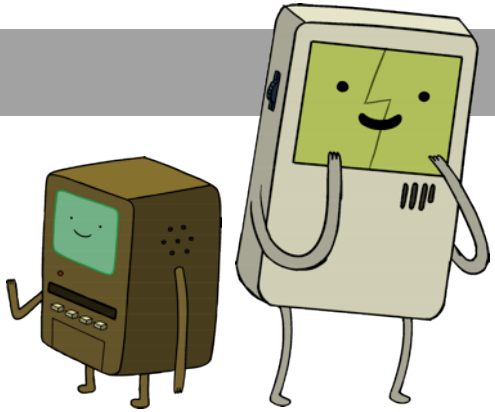
Additional Information:

Home: Crystal Dimension
Leader: Unknown
Behavior: Rainicorns are generally friendly, although they often encounter communication barriers because of their speech. They can fly by dancing on the light beams reflected off the earth and are highly intelligent.

Rainicorns make formidable adventurers, capable of quick defense as well as fierce attacks. They are brave and honorable creatures.

ROBOT

"I am incapable of emotion, but you are making me ticked!"



Size: Small - Medium
Speed: 5 squares
Vision: Normal - Darkvision
Ability Score: +2 Int, +2 Wis
Skill Bonus: +4 History

Artifacts of a long-gone era, robots are sentient mechanical constructs that reside all throughout the land of Ooo. They vary in size and function, although many have back-lit monitors as their faces. They are sentient and can connect to the internet with their minds, accessing bits of long lost information.

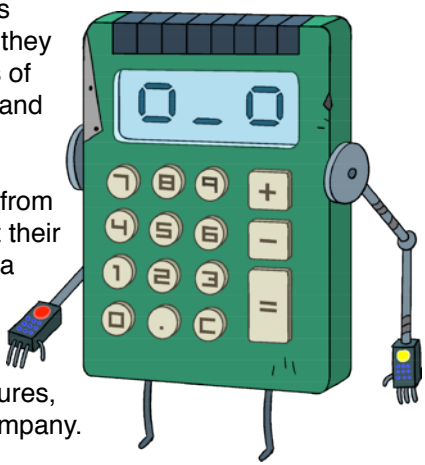
Dial Up Robot Power

You connect to the internet with your mind, gaining some relevant information.

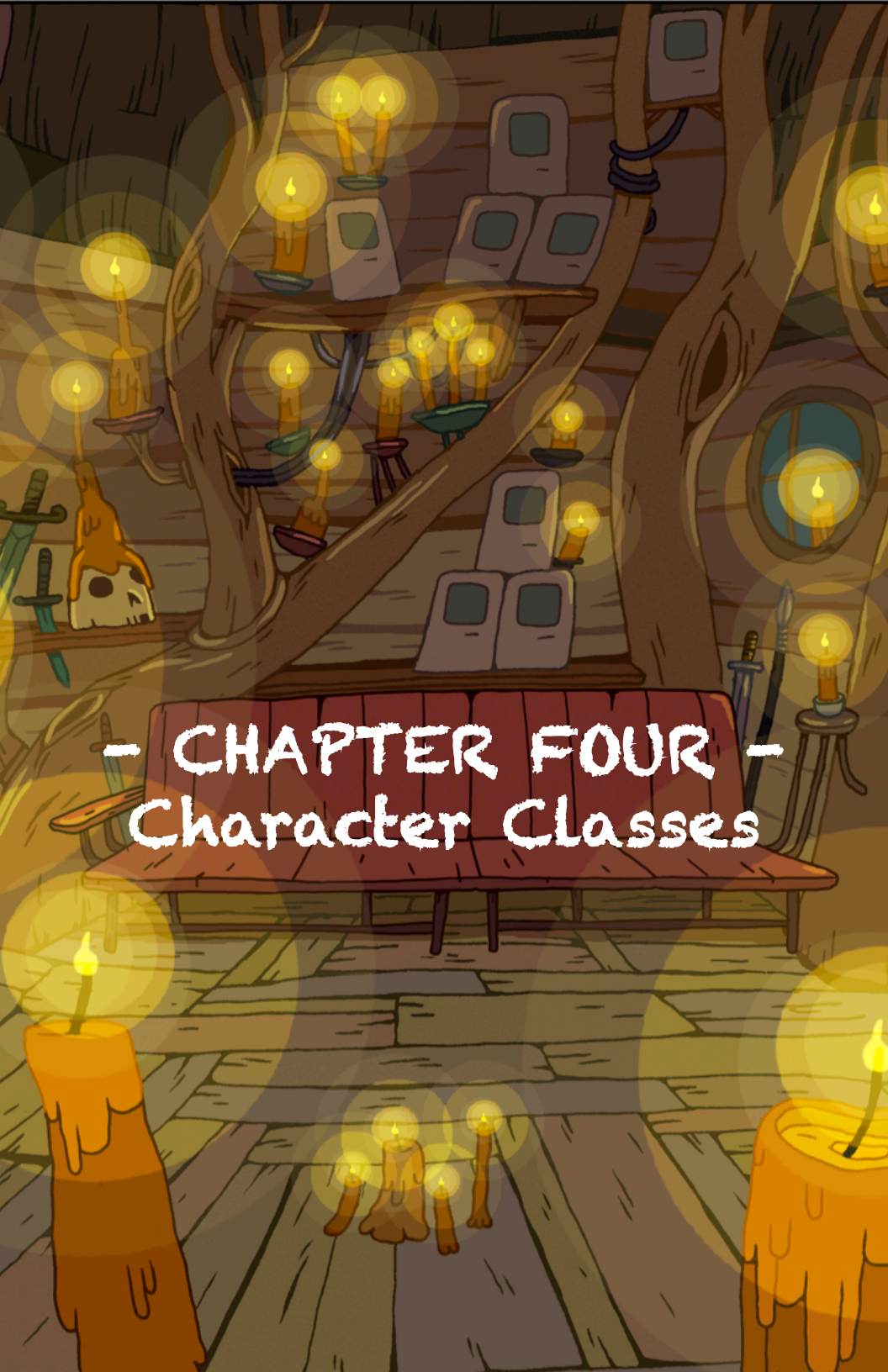
At-Will – Technological
Standard Action
Effect: Roll a d20. You gain a proportional amount of information about your chosen topic from the DM.

Additional Information:

Home: Varies
Leader: None
Behavior: Although robots vehemently deny emotionality and empathy, many have developed distinct personalities over the many years they have lived in the land of Ooo. Most robots become scientists, devoting their time to the analysis of natural and physical wonder. Other robots find happiness in continuing their former existences, whether as game systems or calculators. Whatever lives they choose to lead, robots are no longer the tools of others; they have become their own masters and seek to leave their own mark on the world.



Robot adventurers, although rare, do appear from time to time. Perhaps these robots consider it their duty systematically explore the world as only a cold calculating machine could. Perhaps they see exploration and adventure inherent to some internal programming. These robots cherish the bonds they make with living creatures, finding odd comfort and happiness in their company.


- CHAPTER FOUR -
Character Classes

DOCTOR



"She's totally gross over ninety percent of her body, the other ten percent is crazy nasty."

Role: Defender
Power Source: Technology
Key Ability: Wisdom

Armor Proficiencies: Up to chainmail
Weapon Proficiencies: simple melee and ranged
Bonus to Defenses: +1 Reflex, +1 Fortitude

Initial Hit Points: 12 + Con modifier
Hit Points Gained Per Level: 5
Healing Surges Per Day: 7 + Con modifier

Trained Skills: Heal, additionally choose 3 of the following: bluff, diplomacy, insight, history, magic, technology

Doctors are trained men and women of medicine who know all the strengths and weaknesses of every weird body in Ooo. Through rigorous studying and a heaping of good sense, doctors can easily cure any ailment just as quickly as they can deliver a vicious blow with deadly precision. Doctors most often reside in hospitals and wards where they heal the ailing, but some find themselves inexplicably drawn to a life of adventuring. Perhaps it is here that see themselves gaining the most practical experience, tending to the broken bones, shattered ribs, poison filled glands, and disease riddled minds of adventurers. Perhaps they think that a mobile doctor is the best doctor, always going where they are needed most. As a doctor you are wise and practical, always careful to weigh all your options in order to pick the one that will end in the least pain and suffering. Well, for your allies anyway.

Class Features



Emergency Medical Services – You can deliver healing injections to your allies, even at a distance. Twice per encounter, as a minor action, you allow yourself or an ally within burst 10 of you to spend a healing surge and regain an additional 1d6 hit points.

First Aid Kit – Your first aid kit allows you to cure all the ills of your companions. Once per encounter you can remove an ongoing poison or disease effect from an ally adjacent to you or you can add a +2 bonus to their next saving throw against an ongoing effect.

Level 1 Novice Power

Anatomical Precision Level 1 Doctor Power

Your years of medical training allow you to pin-point the exact spot to strike your foe for maximal effect.

At-Will – Martial, Technological
Standard Action **Melee** weapon
Target: One creature
Attack: Wisdom + 2 vs. AC
Hit: [1W] + 2 + Wisdom modifier damage.

Level 2 Apprentice Power

Prescribe Mild Sedative Level 2 Doctor Power

You write your enemy a prescription for a mild sedative and decide it must take one… immediately.

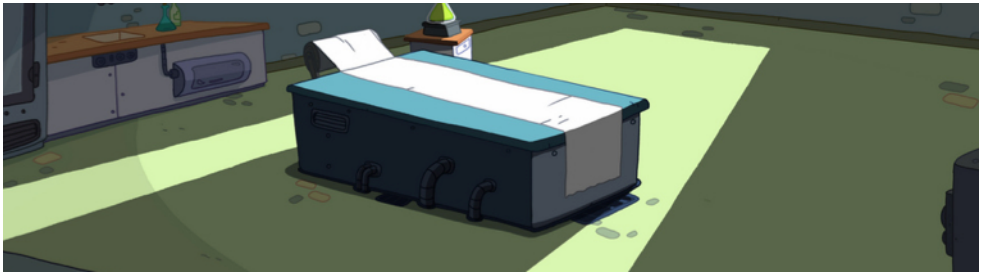
Encounter – Martial, Medicinal
Standard Action **Melee** weapon
Target: One creature
Attack: Wisdom vs. Fortitude
Hit: [1W] + Wisdom modifier damage and the target is dazed until the end of your next turn.

Level 3 Adept Power

Clear! Level 3 Doctor Utility

Seeing one of your allies fall, you pull out your zappy paddles and bring them back to life, leaving a corona of damaging electricity in your wake.

Daily – Martial, Technological, Electricity
Minor Action **Area** burst 1
Primary Target: One unconscious ally in burst
Effect: You zap your ally back to life, waking them and restoring half their hit points.
Secondary Target: All other creatures in burst
Attack: Wisdom vs. Reflex
Hit: 1d4 electrical damage.



Level 4 Expert Power

Blood Test Level 4 Doctor Power

You draw a giant blood sample from your enemy, quickly analyzing it to discover your enemy's weaknesses.

Daily – Technological, Medicinal
Standard Action **Melee** touch
Target: One creature
Attack: Wisdom vs. Reflex
Hit: 2d6 + Wisdom modifier damage
Miss: Half damage.
Effect: Until the end of the encounter you and all allies gain a + 2 bonus to attack and damage rolls against the target.

Level 5 Master Power

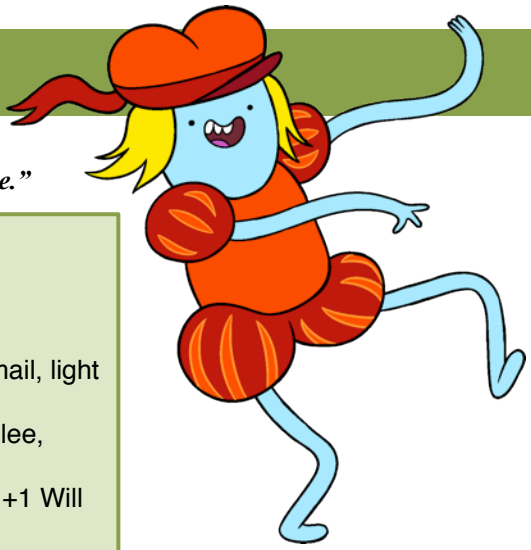
Gauze Gun Level 5 Doctor Power

Latest medical advances have created the gauze gun, a gun that fires steaming hot gauze all over the place!

Encounter – Technological, Medicinal
Standard Action **Ranged** 5
Target: One creature
Attack: Wisdom vs. AC
Hit: 2d8 + Wisdom modifier damage and the target is slowed (save ends). The target takes a -3 penalty to the first save roll against this effect.
OR
Target: One ally
Effect: Ally gains temporary hit points equal to 2d8 + Wisdom modifier.



MINSTREL



"Grandfathers will sing that to their grandchildren for generations to come."

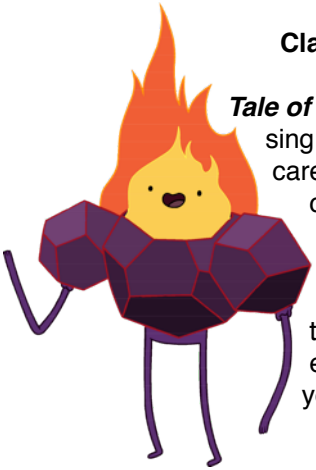
Role: Striker
Power Source: Magical
Key Abilities: Charisma

Armor Proficiencies: up to chainmail, light shield
Weapon Proficiencies: simple melee, simple and military ranged
Bonus to Defenses: +1 Fortitude, +1 Will

Initial Hit Points: 12 + Con modifier
Hit Points Gained Per Level: 5
Healing Surges Per Day: 7 + Con modifier

Trained Skills: Magic, additionally choose 4 of the following: acrobatics, athletics, bluff, diplomacy, dungeoneering, heal, history, insight, perception, streetwise

If there's an epic song being sung, if there's a tale of bravery being told, if there's a hero inspired to fight another day, a minstrel's probably close at hand. Minstrels are boisterous and merry musicians who infuse their notes with magical energies. Minstrels go where adventure lies; they live for the thrill of battle and the intrigue of political machinations. Each new story they learn further enhances and empowers their magical prowess. In fact, legends tell of wise and powerful minstrels who can resurrect fallen armies with a single powerful melody. Despite their magical ways, minstrels don't shy from martial combat and can wield a weapon with equal alacrity as they wield a drum or a lute. As a minstrel you are energetic and enthusiastic and you intertwine deadly blows from your weapon with restorative melodies and befuddling songs.



Class Features

Tale of the Kind Traveler – Once a day as a minor action you sing a song of a kind traveler who stopped his voyage to care for a dying beggar. One ally within burst 10 of you can expend a healing surge and gain additional hit points equal to your charisma modifier.

Smooth Talker – You've got such a way with words that you can talk your way out of anything. Once per encounter when making a bluff or diplomacy check, you can roll twice and use either result.

Level 1 Novice Power

Limerick of the Dummy Level 1 Minstrel Power

You jab at your foe and recite one of the limericks of the dummy, demoralizing them even further.

At-Will – Martial, Magical
Standard Action **Melee** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: [1W] + Charisma modifier damage and the target takes a -2 penalty to attack rolls until the end of your next turn.

Level 2 Apprentice Power

Carol of the Faerie Festival Level 2 Minstrel Power

You sing the dizzying song of the faerie folk, whose magics tear through your opponent and allow your allies to blink in and out of existence.

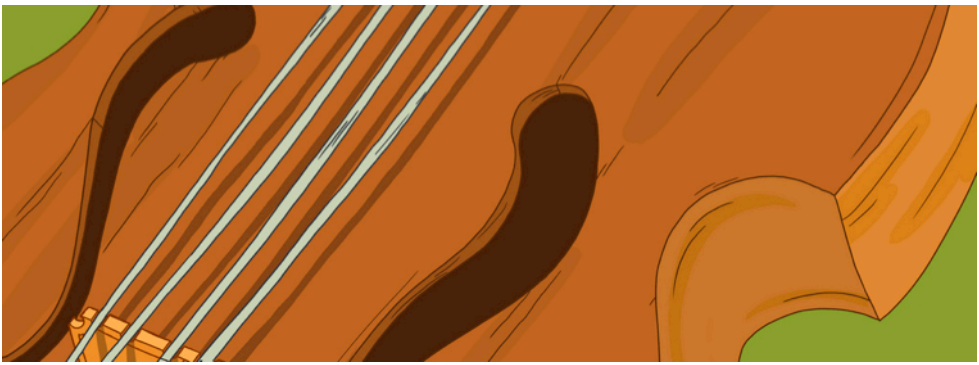
Encounter – Magical
Standard Action **Close** burst 5
Target: One creature in burst
Attack: Charisma vs. Will
Hit: 1d8 + Charisma modifier damage and you and an ally or two allies in burst can teleport to switch places.

Level 3 Adept Power

Melody of the Life -Tree Level 3 Minstrel Utility

You bring forth a melody of sweetly healing notes that rejuvenate nearby allies.

Daily – Magical
Minor Action **Area** burst 3
Effect: The burst creates a zone of gentle melodies that last until the end of your next turn. When you move the zone moves with you and remains centered on you. Allies in the zone gain regeneration 2.



Level 4 Expert Power

Ballad of the Hungry Hornets Level 4 Minstrel Power

You perform the ballad of the hungry hornets, stinging your foe and leaving your allies hungry for more.

Daily – Magical
Standard Action **Ranged** 5
Target: One creature
Attack: Charisma vs. Fortitude
Hit: 2d6 + Charisma modifier psychic damage
Miss: Half damage.
Effect: Until the end of the encounter (or until the target dies), whenever an ally hits the target they regain hit points equal to your charisma modifier.

Level 5 Master Power

Shanty of the Cowardly Caterpillar Level 5 Minstrel Power

Between blows you sing a shanty that instills cowardice in even the bravest of enemies. What a cowardly caterpillar!

Encounter – Magical, Melee
Standard Action **Melee** weapon
Target: One creature
Attack: Charisma vs. Will
Hit: [2W] + Charisma modifier damage and if the target ends their turn adjacent to you or one of your allies, they take your charisma modifier psychic damage.



SCIENTIST



"That's it! The answer was so simple, I was too smart to see it!"

Role: Artillery
Power Source: Technology
Key Ability: Intelligence

Armor Proficiencies: Up to leather
Weapon Proficiencies: simple melee and ranged
Bonus to Defenses: +1 Reflex, +1 Will

Initial Hit Points: 12 + Con modifier
Hit Points Gained Per Level: 5
Healing Surges Per Day: 6 + Con modifier

Trained Skills: Technology, additionally choose 3 of the following: dungeoneering, heal, insight, history, magic, perception

Scientists are super smart brainiacs who spend their days probing into the mysteries of the universe. Though they may often seem callous and rude, they're probably just busy coming up with a brilliant way to defeat their enemies and help their friends. Scientists typically become adventurers in order to further their research; working with a party allows them to recover rare technology while lowering the risk of being devoured by monsters. It's, like, mathematical. In a fight, scientists rely on an arsenal of home-made gadgets with which they can deal damage and alter the strengths and weaknesses of friend and foe alike. As a scientists, you are super smart and aren't embarrassed to show it, although at times your superior attitude can be a bit much.

Class Features

***Scuttle-bot 5000!* –** You've constructed yourself your very own tiny robot which you can use to scout out danger ahead of you. Once a day you can unleash your fully charged scuttle-bot to move up to 8 squares away from you; you see and hear as though you were occupying the scuttle-bot's square. The robot has darkvision and has enough power to last until the end of the encounter.

***Supercharge* –** You have found a way to scientifically charge up armor and weaponry; once a day you can use some sort of remote-thingy you made to either charge a weapon or a piece of armor. If the charge is on a weapon, the wielder can choose to expand the charge as a free action after an attack roll, adding a +2 bonus to the roll. If the charge is on a piece of armor, the wielder can choose to expand the charge as an immediate interrupt, adding +2 AC to their defense. Charges expire at the end of the day.

Level 1 Novice Power

Living Conduit Level 1 Scientist Power

A bolt of energy flies from your device, boosting the targets defenses before overloading and zapping a nearby enemy

At-Will – Technological, Electricity
Standard Action **Close** burst 10
Primary Target: You or one ally in burst.
Effect: Primary target gains a +1 bonus to fortitude, reflex, or AC until the end of your next turn.
Secondary Target: One creature adjacent to the primary target.
Attack: Intelligence vs. Fortitude
Hit: 1d8 + Intelligence modifier electricity damage and the target is pushed 1 square away from the primary target.

Level 2 Apprentice Power

Redistribution of Health Level 2 Scientist Power

You suck up the health of your enemies and shove it into a nearby ally.

Encounter – Technological
Standard Action **Area** burst 1 within 10 squares
Target: All creatures in burst
Attack: Intelligence vs. Fortitude
Hit: 1d6 + Intelligence modifier damage and an ally within 5 squares of you gains hit points equal to your intelligence modifier + 2 + the number of creatures hit by this attack.

Level 3 Adept Power

Displacer Level 3 Scientist Utility

You accelerate the molecules of an ally's body, making them super fast, but also somewhat unstable.

Encounter – Technological
Minor Action **Ranged** 5
Target: You or one ally.
Effect: The target gains a +1 bonus to reflex until the end of the encounter. Additionally, roll a d20. If you roll a 20, the target also becomes insubstantial until the end of the encounter. If you roll a 1, the target loses 1/4th of their current health and teleports 5 squares in a random direction.

Level 4 Expert Power

Four Dimensional Weapon Level 4 Scientist Power

You project an impossible beam of energy at a weapon, turning it into a glimmering black void that crushes creatures with incredible force.

Daily – Technological
Minor Action **Ranged** 10
Target: One weapon
Effect: You turn the weapon four dimensional until the end of the encounter. All creatures that end their turn within an area of burst 3 around the wielder are pulled 1 square toward the wielder. Any creature that enters an adjacent square to the wielder or ends their turn there takes 1d10 + Intelligence modifier force damage.

Level 5 Master Power

Brain Attack! Level 5 Scientist Power

You put on a shiny, entirely experimental metal helmet with lots of knobs. With a flip of a switch, you find yourself inside your enemy's brain!

Encounter – Technological
Standard Action **Ranged** 10
Target: One creature
Attack: Intelligence vs. Will
Hit: 1d10 + Intelligence modifier psychic damage and the target makes a basic melee attack against its nearest ally. Additionally, roll a d20. If you roll a 20, the target is also dazed until the end of your next turn. If you roll a 1, you are instead dazed until the end of your next turn.



THIEF

"Heed my warning, boy. All who enter the City of Thieves are destined to become thieves themselves! "



Role: Striker
Power Source: Martial
Key Abilities: Dexterity

Armor Proficiencies: up to hide
Weapon Proficiencies: dagger, sword, simple and military ranged
Bonus to Defenses: +2 Reflex

Initial Hit Points: 12 + Con modifier
Hit Points Gained Per Level: 5
Healing Surges Per Day: 6 + Con modifier

Trained Skills: Stealth and thievery, additionally choose 4 of the following: acrobatics, athletics, bluff, dungeoneering, insight, intimidate, perception, streetwise

Thieves are shadowy sneaksters that make their living through misdeeds and ill-gotten goods. Though most thieves are mischievous, they are not necessarily evil; thieves need friends and allies as much as any other adventurer, especially when the reward is as great as the danger. In combat, thieves dart around the battlefield, dealing deadly blows to their enemies before disappearing into the shadows. Outside of combat, thieves are silver tongued liars and nimble acrobats, capable of pulling their allies out of many a tricky situation. As a thief you are a devious beguiler and rogue; you value your friends but always keep your eyes on the prize: treasure!

Class Features



Mobile Target – You never stay in one place long enough to get into trouble; when making a basic melee attack, you can move 2 squares before or after you attack. This is not considered a move action.

Careful Positioning – At the beginning of an encounter you may take a move action as a free action in order to get yourself positioned in the ideal spot to deal some wicked damage. You must use this ability before you roll initiative and you cannot use this class feature if your enemies take a surprise round.

Level 1 Novice Power

Sneaky Strike! Level 1 Thief Power

You deliver a potent blow from a place of concealment. BOOM! They never saw it coming!

At-Will – Martial, Weapon
Standard Action **Melee** or **Ranged** weapon
Requirement: You must be at least partially concealed or obscured to use this power.
Target: One creature
Attack: Dexterity vs. Reflex
Hit: [1W] + Dexterity modifier + 2d4 damage. Increase to 3d4 at level 5.

Level 2 Apprentice Power

Sneak Thief Level 2 Thief Power

You use your innate abilities to force your opponent's weapon from their grasp.

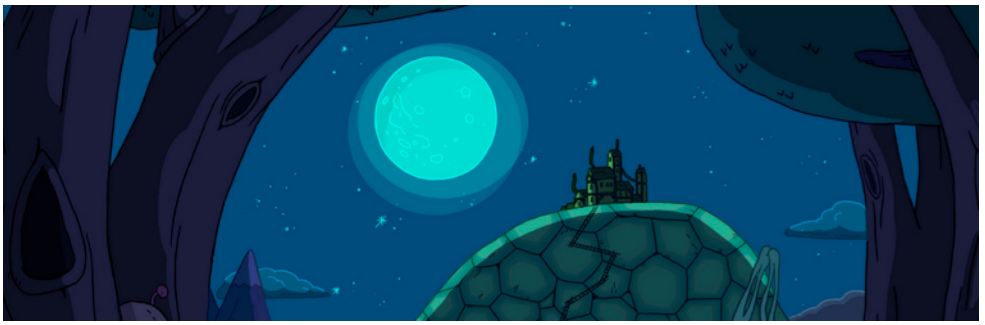
Encounter – Martial, Weapon
Standard Action **Melee** or **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: [1W] + Dexterity modifier damage.
Effect: The target is disarmed until the start of your next turn.

Level 3 Adept Power

In Your Shadow Level 3 Thief Utility

You use your ally's less… subtle nature to grant you a temporary hiding place.

Encounter – Martial
Minor Action
Requirement: You must be adjacent to an ally.
Effect: You gain partial concealment until the start of your next turn. You may sustain this power's effect using a minor action as long as you are adjacent to an ally.



Level 4 Expert Power

One Thousand Tiny Cuts Level 4 Thief Power

You unleash a flurry of devastating blows upon your enemy, leaving them significantly worse for wear.

Daily – Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: [2W] + Dexterity modifier damage and the target is dazed (save ends) and slowed until the start of your next turn.
Miss: Half damage and the target is slowed until the start of your next turn.

Level 5 Master Power

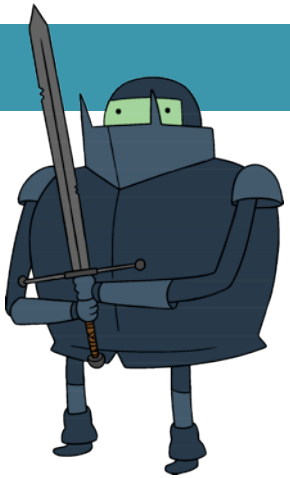
Cheap Trick Level 5 Thief Power

As a thief, you know how to fight dirty. Literally, because you throw some dirt into your opponent's face as you execute this attack.

Encounter – Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: [1W] + Dexterity modifier damage, and the target is blinded until the end of your next turn.



WARRIOR



"You can't just walk away from a roughhouse!"

Role: Defender
Power Source: Martial
Key Ability: Strength

Armor Proficiencies: up to scale, shields
Weapon Proficiencies: simple and military melee and ranged
Bonus to Defenses: +2 Fortitude

Initial Hit Points: 15 + Con modifier
Hit Points Gained Per Level: 6
Healing Surges Per Day: 9 + Con modifier

Trained Skills: Choose 3 of the following: athletics, endurance, heal, intimidate, streetwise

Warriors are rough and tumble fighters who wear mighty armor and use swords and junk to thwart anyone who gets in their way. Being defenders, they are the bulwark between their party and the oncoming enemy hoards. Warriors range from brave knights to battle-hungry berserkers, anyone who prefers a straight fight over the trickery of magic and the sneakiness of thieves. As a warriors you aren't always the smartest, but you can be the critical moral compass of the party and your reliability extends beyond the battlefield.

Class Features

Battle Charge – You're always ready to be in the middle of the action, and can combine your basic move action with a basic melee attack for devastating damage, increasing your attack and damage rolls by 2. When using battle charge, you must move at least two squares before attacking.

First in Fight – When the fight gets going, so do you. Your honed battle senses give you a +5 to initiative checks.

Warrior Novice Skill

Swing! Level 1 Warrior Power

You swing your weapon round, striking two enemies at once.

At-Will – Martial, Melee
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: [1W] + Strength modifier damage and an enemy adjacent to you takes strength modifier damage.

Level 2 Apprentice Power

Knock Some Heads Together Level 2 Warrior Power

You shove an enemy so hard that they go careening into another foe, damaging them both.

Encounter – Martial, Melee
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. Reflex
Hit: [1W] + Strength modifier damage and you push the target up to 2 squares. If another creature is in its path, both take strength modifier damage.

Level 3 Adept Power

Quick Rebuke Level 3 Warrior Utility

You see an ally in danger and quickly interject your shield, protecting them.

Encounter – Martial
Immediate Interrupt
Requirement: You must be using a shield.
Trigger: An ally within 2 squares of you is hit by an attack against their AC.
Effect: You shift one square landing adjacent to your ally and add your shield armor to your ally's AC.

Level 4 Expert Power

Frenzied Stance Level 4 Warrior Power

You work yourself into a state of frenzy, flailing your weapon around and beating up everyone around you.

Daily – Martial, Melee, Stance
Standard Action **Close** burst 1
Target: Each enemy in burst
Attack: Strength vs. AC
Hit: [2W] + Strength modifier damage.
Effect: You adopt the frenzied stance. Any enemy that enter a square adjacent to you or starts its turn adjacent to you takes your strength modifier damage. The stance lasts until the end of the encounter.
Miss: You do not deal the initial damage but still adopt the stance.



Level 5 Master Power

Humiliating Blow Level 5 Warrior Power

You deliver a blow so humiliating upon your enemy that you improve your allies' morale.

Encounter – Martial, Melee
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: [2W] + Strength modifier damage and an ally within 10 squares of you gets a +2 bonus to all defenses until the start of your next turn.



WIZARD

"This is where young potentials train to become Ultimate Wizards. But most are not ready for the responsibility that comes with it…"



Role: Artillery
Power Source: Magic
Key Ability: Constitution

Armor Proficiencies: cloth
Weapon Proficiencies: dagger, staff
Bonus to Defenses: +2 Will

Initial Hit Points: 10 + Con modifier
Hit Points Gained Per Level: 4
Healing Surges Per Day: 6 + Con modifier

Trained Skills: Magic, additionally choose 3 of the following: diplomacy, dungeoneering, history, insight, nature, technology

Wizards are powerful magic users that fight from a distance, dazzling and confusing their enemies with incredible spells and incantations. Though wizards are a people onto themselves, individuals from many different species choose to take on the rigorous training it takes to become a magic user. Some become wizards for power, others for knowledge, and some see magic as a great way to help those in need. As a wizard you are an individual of great mystical power, though sometimes your mind seems to work in ways few people can understand, and you may even appear a bit mad.

Class Features

Cantripomancy – As a wizard, you can perform a myriad of minor spells to amuse your friends and aid your allies.

Sources of Power – All wizards choose the source of their powers early on in their magical training. Many pick elemental sources like raging fire or billowing wind. Other more eccentric wizards choose almost anything from sweaters to toast to cutlery. Your source of power provides a great deal of flavor to your character and can be used as a simple way to customize a wizard.



Any power that contains they keyword *Source* indicates your chosen source of power. Once chosen, you may not switch power sources. *E-veeeeer.*

Wizard Powers

Cantripomancy — Wizard Cantrip

You easily call upon low level magic to perform amusing and useful tasks.

At-Will – Magical
Minor Action
Use: You activate one of the following effects of your level or lower;

- Level 1: Create a harmless sensory effect like a puff of smoke or an odor.
- Level 2: You make an inanimate object in your hand create a burst 3 area of light around you. The object ceases to give off light at your command or after 24 hours. May only be applied to one object at a time.
- Level 3: You create a small illusion that lasts until the end of your next turn.
- Level 4: You turn an object in your hand invisible until the start of your next turn.
- Level 5: You create a small familiar up to 5 squares away from you that is capable of carrying up to 20 pounds. The familiar cannot attack or be attacked and disappears at the start of your next turn. It can take one action on your turn and can be sustained as a minor action.

All illusory effects against enemies are a basic constitution attack vs. their will.

Level 1 Novice Power

Bolt of Magic — Level 1 Wizard Power

You channel your source of power into a whizzing projectile. Fierce!

At-Will – Magical, Source
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Reflex
Hit: 1d6 + Constitution modifier magical damage. Increase to 2d6 at level 5.

Level 2 Apprentice Power

Sorcerous Sphere — Level 2 Wizard Power

You summon a glob of concentrated magic that explodes all over your enemies.

Encounter – Magical, Source
Standard Action **Area** burst 2 within 10 squares
Target: Each creature in burst
Attack: Constitution vs. Reflex
Hit: 3d4 + Constitution modifier magical damage.



Level 3 Adept Power

Wizard Eyes Level 3 Wizard Utility

You activate your whacked out wizard eyes, seeing the unseen and generally scaring the pants off of everybody.

Encounter – Magical
Minor Action **Personal**
Effect: You are able to perceive anything magical or hidden around you until the end of the encounter. While this power is in effect, you gain a +5 power bonus to intimidate checks.

Level 4 Expert Power

Cloud of Magic Stink Level 4 Wizard Power

You conjure a cloud of the most potent magical stink you can manage, flooding an area of the battlefield with utter awfulness.

Daily – Magical
Standard Action **Area** burst 2 within 20 squares
Target: Each creature in burst
Attack: Constitution vs. Fortitude
Hit: 1d10 + Constitution modifier poison damage
Effect: The attack creates a zone of stinky gas until the start of your next turn. Creatures that enter the zone or start their turns there take 1d10 + Intelligence modifier poison damage.
Sustain Minor: The zone persists.
Miss: The effect portion of this attack does not occur.

Level 5 Master Power

Magic Beast of Power! Level 5 Wizard Power

You gain ultimate mastery of your source of power, sending a monster of concentrated magic hurtling toward your enemies!

Encounter – Magical, Source
Standard Action **Ranged** 10
Primary Target: One creature
Attack: Constitution vs. Reflex
Hit: 2d6 + Constitution modifier magical damage.
Secondary Target: One creature within 10 squares of the primary target
Attack: Constitution vs. Reflex
Hit: 1d6 + Constitution modifier magical damage.